

## Claims

1. An arrangement for transmitting data to a terminal of a radio system, the arrangement comprising:
  - a receiver configured to receive a television broadcast;
  - a processing unit configured to separate data from the received television broadcast; and
  - a transmitter configured to transmit the separated data through a wireless connection to the terminal.
2. The arrangement of claim 1, wherein the processing unit is further configured to convert the separated data into a format suitable for the terminal.
3. The arrangement of claim 1, wherein the separated data comprises at least one of the following: an application, a game, a part of a game, a wallpaper for a display, an upgrade to software, an application for participating in a television show or competition, a picture, a message, a command.
4. The arrangement of claim 1, wherein the receiver is integrated into a television set, and the processing unit and the transmitter are integrated into the television set or into a separate box coupleable to the television set.
5. The arrangement of claim 1, wherein the arrangement is integrated into a separate box coupleable to a Wireless Local Area Network (WLAN) access point.
6. The arrangement of claim 1, wherein the arrangement is integrated into a Digital Video Broadcasting Handheld (DVB-H) receiver.
7. The arrangement of claim 1, wherein the data is embedded in a digital television transmission or analogue television transmission.
8. The arrangement of claim 1, wherein the data is embedded in a text television transmission.
9. The arrangement of claim 1, wherein the arrangement further comprises a game server configured to run a game, and a display interface configured to communicate display information on the game to a display.
10. The arrangement of claim 9, wherein the arrangement further comprises a game control receiver configured to receive game commands from the terminal.
11. The arrangement of claim 1, wherein the wireless connection comprises at least one of the following: a wireless radio connection, an infrared connection.

12. The arrangement of claim 1, wherein for separating data, the processing unit is further configured to capture a screen shot from the received television broadcast.

13. The arrangement of claim 1, wherein the separated data comprises encrypted data, and the processing unit is further configured to decrypt the separated data.

14. An arrangement for transmitting data to a terminal of a radio system, the arrangement comprising:

receiving means for receiving a television broadcast;

processing means for separating data from the received television broadcast; and

transmitting means for transmitting the separated data wirelessly to the terminal.

15. The arrangement of claim 14, wherein the processing means convert the separated data into a format suitable for the terminal.

16. The arrangement of claim 14, wherein the arrangement further comprises game server means for running a game, and display interface means for communicating display information on the game to a display.

17. The arrangement of claim 16, wherein the arrangement further comprises game control receiving means for receiving game commands from the terminal.

18. The arrangement of claim 14, wherein for separating data, the processing means capture a screen shot from the received television broadcast.

19. The arrangement of claim 14, wherein the separated data comprises encrypted data, and the processing means decrypt the separated data.

20. A method for transmitting data to a terminal of a radio system, the method comprising:

embedding data in a television broadcast;

transferring the television broadcast to a receiver;

separating data from the received television broadcast by the receiver; and

transferring the separated data wirelessly from the receiver to a terminal.

21. The method of claim 20, wherein the method further comprises: converting the separated data into a format suitable for the terminal.

22. The method of claim 20, wherein the method further comprises: running a game in the terminal; and inputting the separated data as input to the game.

23. The method of claim 20, wherein for separating data, the method further comprises: capturing a screen shot from the received television broadcast.

24. The method of claim 20, wherein the separated data comprises encrypted data, and the method further comprises: decrypting the separated data.

25. A method for providing interactive television, the method comprising:

- processing data in a network server;
- embedding the data in a television broadcast;
- receiving the television broadcast in a receiver;
- separating data from the received television broadcast in the receiver;

- transmitting the data wirelessly from the receiver to a terminal;
- issuing response data by the terminal;
- transmitting the response data from the terminal to the network server through a radio system; and

- processing the response data in the network server.

26. An interactive television system comprising:

- a network server, including a processing unit configured to process data, and to embed the data in a television broadcast;

- a receiver configured to receive the television broadcast;

- a second processing unit configured to separate data from the received television broadcast;

- a transmitter configured to transmit the data wirelessly to a terminal;

- a terminal including a second receiver configured to receive the data, a user interface configured to issue response data, and a transmitter configured to transmit the response data to the network server through a radio system;

- wherein the processing unit of the network server is further configured to process the response data.

27. A method for running a network game, the method comprising:

- processing game data in a network game server;

- embedding game data in a television broadcast;
- receiving the television broadcast in a local game server;
- separating the game data from the received television broadcast in the local game server;
- transmitting the game data wirelessly from the local game server to a game terminal;
- issuing game commands by the game terminal;
- transmitting game commands from the game terminal to the network game server through a radio system; and
- updating the game data on the basis of the received game commands in the network game server.

28. A network game server comprising:

- a processing unit configured to process game data;
- a first communication interface configured to communicate with a television broadcast system;
- a second communication interface configured to communicate with a radio system;

wherein the processing unit is further configured to transmit game data via the first communication interface to the television broadcast system to embed the game data in a television broadcast, to receive game commands from individual players via the second communication interface from game terminals communicating with the radio system, and to update the game data on the basis of the received game commands.

29. A local game server comprising:

- a receiver configured to receive a television broadcast;
- a processing unit configured to separate game data from the received television broadcast, and to process the game data; and
- a display interface configured to communicate display information on the game to a display;
- a communication interface configured to communicate the game data wirelessly to a game terminal.

30. A game terminal comprising:

- game controls configured to issue game commands;
- a first communication interface configured to receive game data wirelessly from a local game server;

a second communication interface configured to communicate wirelessly with a radio system; and

a processing unit configured to process the received game data and the issued game commands, and to transmit the issued game commands to a network game server via the second communication interface.